

FIG. 1

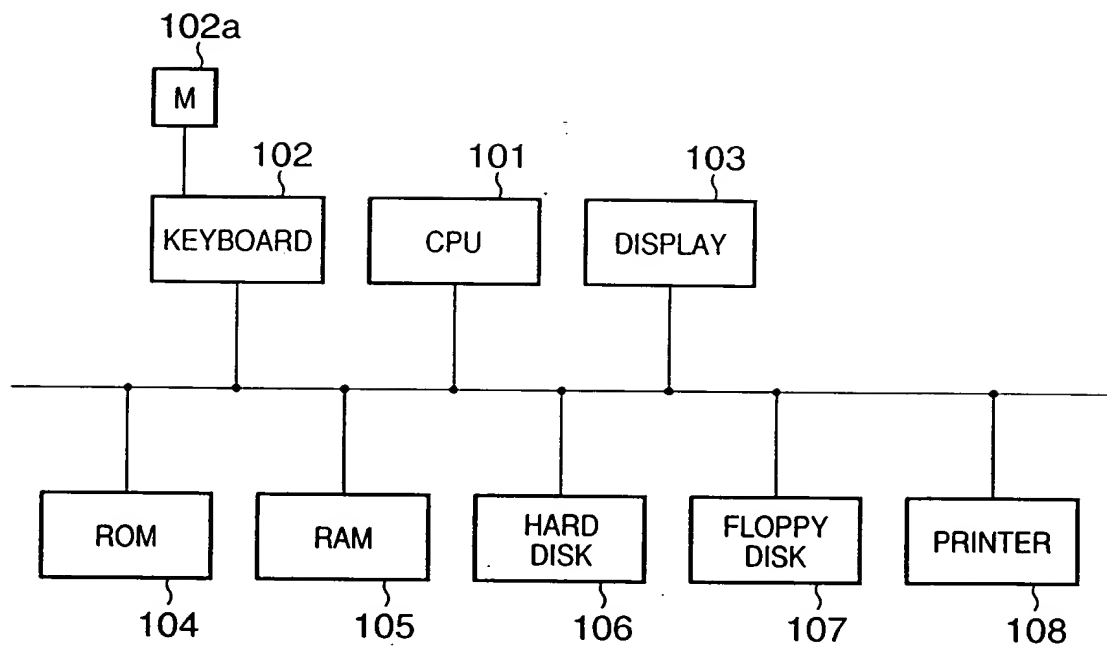


FIG. 2 is a block diagram of a system for processing an image. The system includes a camera 21, a processor 22, a memory 23, a display 24, and a user interface 25. The camera 21 is connected to the processor 22, which is connected to the memory 23. The processor 22 is also connected to the display 24 and the user interface 25. The display 24 shows a grid of images 26a through 26h. The user interface 25 includes a "SEARCH" button 25 and a "CLEAR" button 24. The system is designed to process an image from the camera 21, store it in memory 23, and display it on the display 24. The user can interact with the system through the user interface 25, including searching for specific features and clearing the display.

FIG. 2

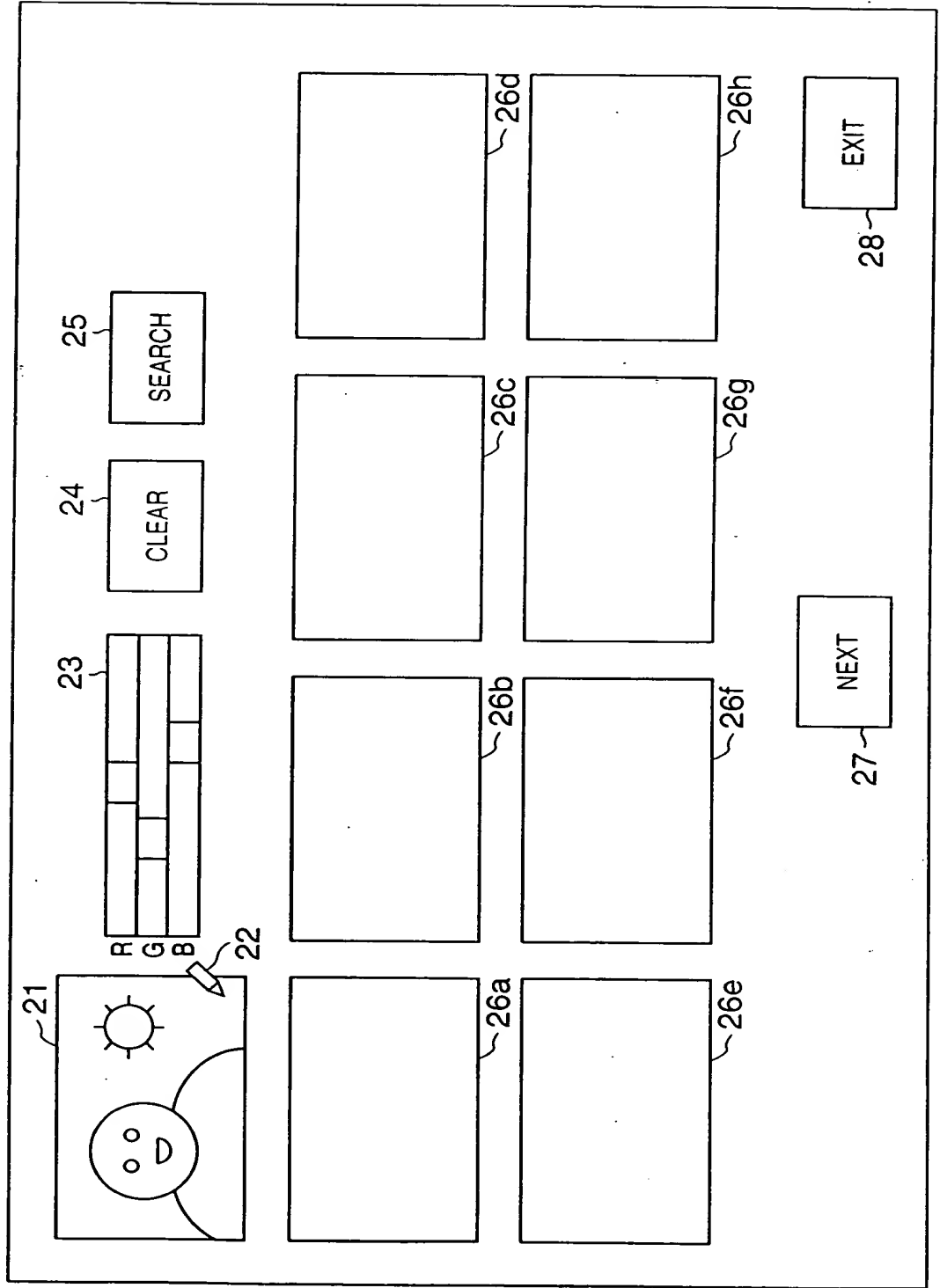


FIG. 3

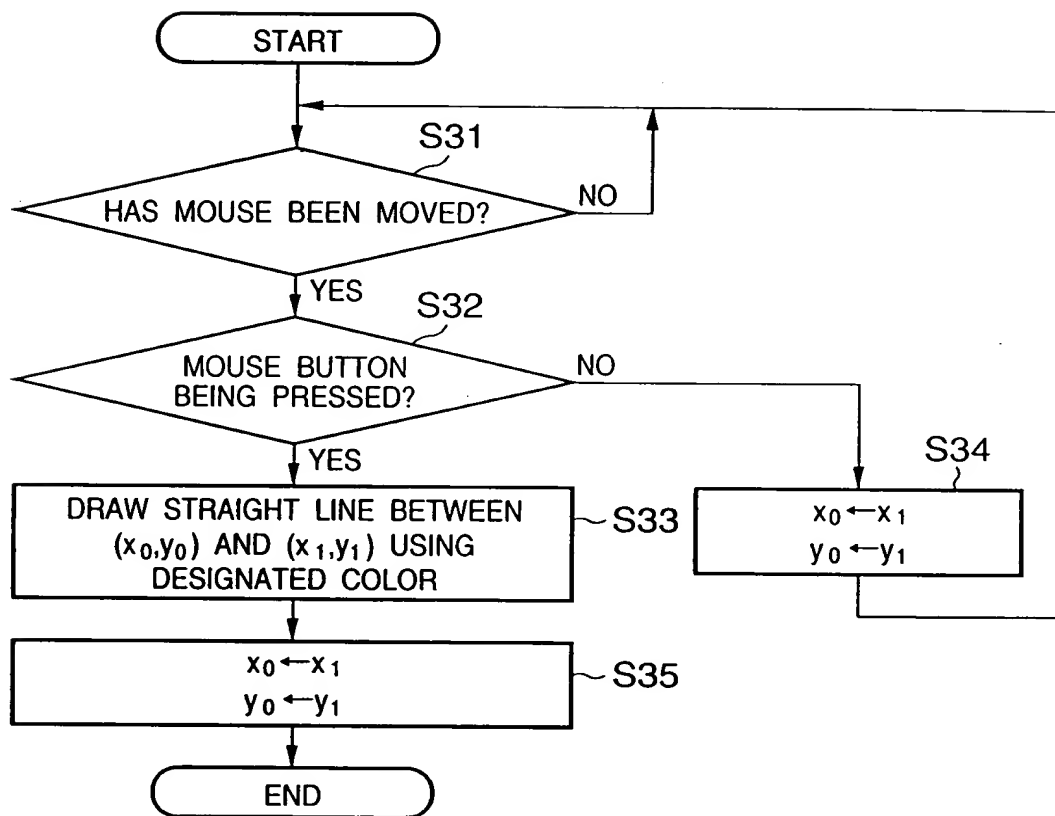


FIG. 4

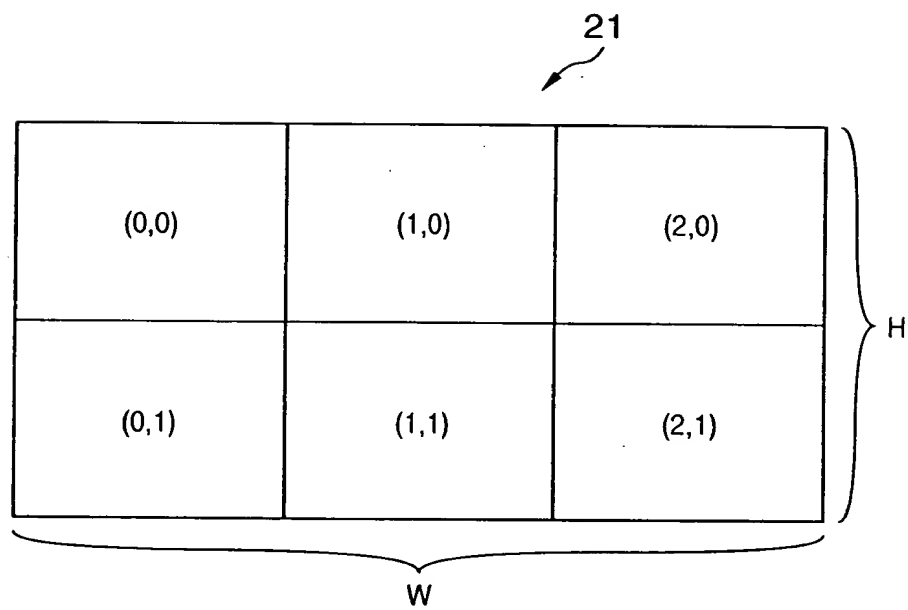


FIG. 5

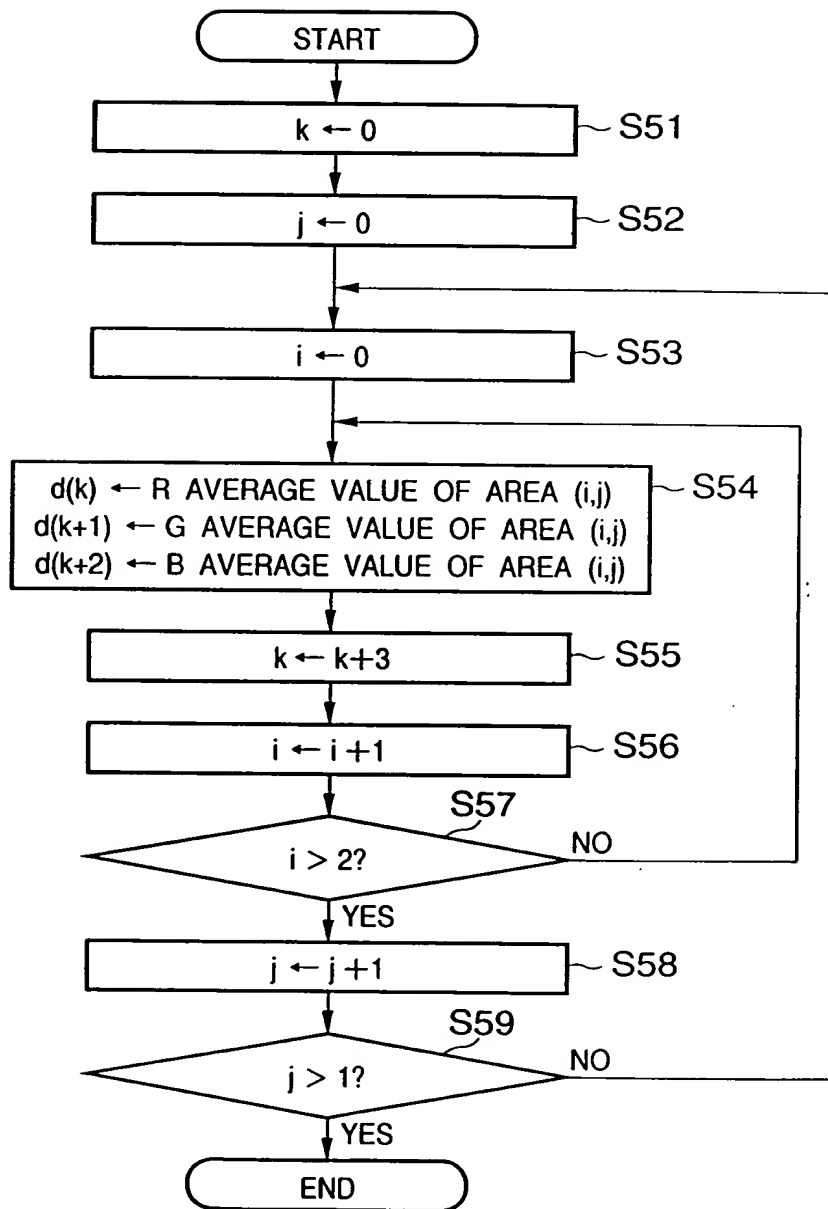


FIG. 6

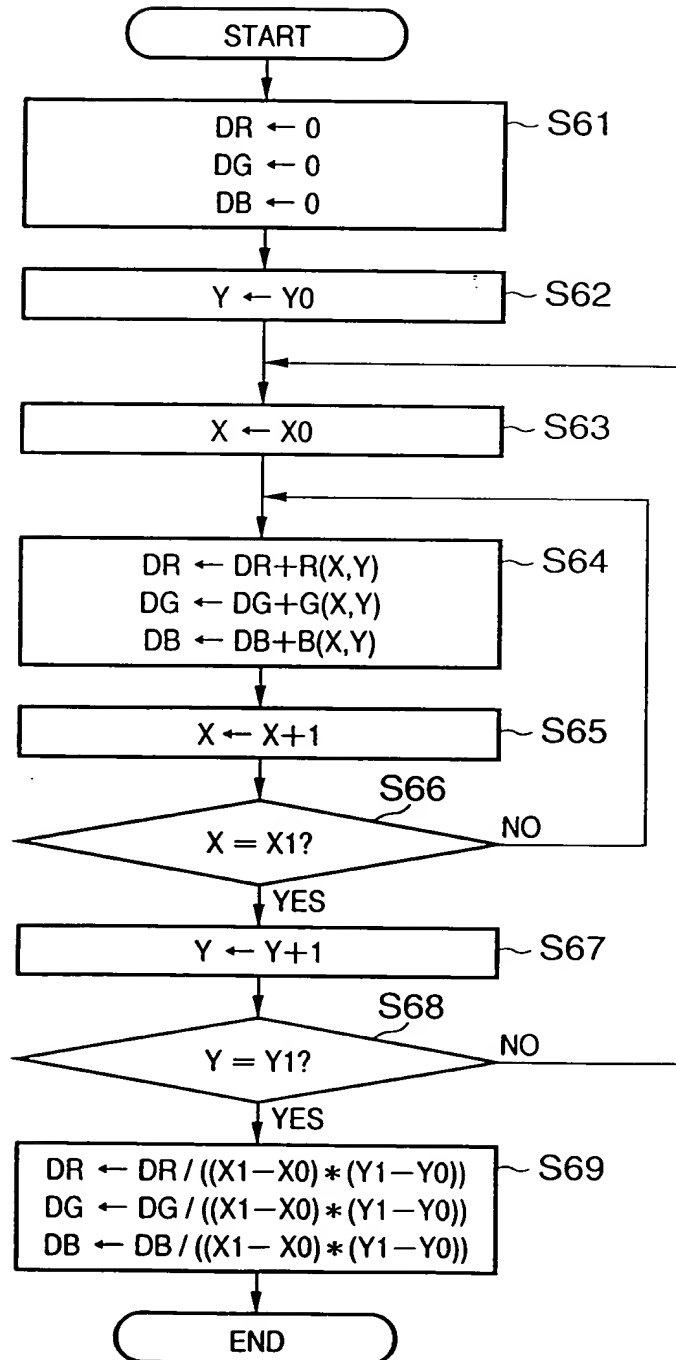


FIG. 7

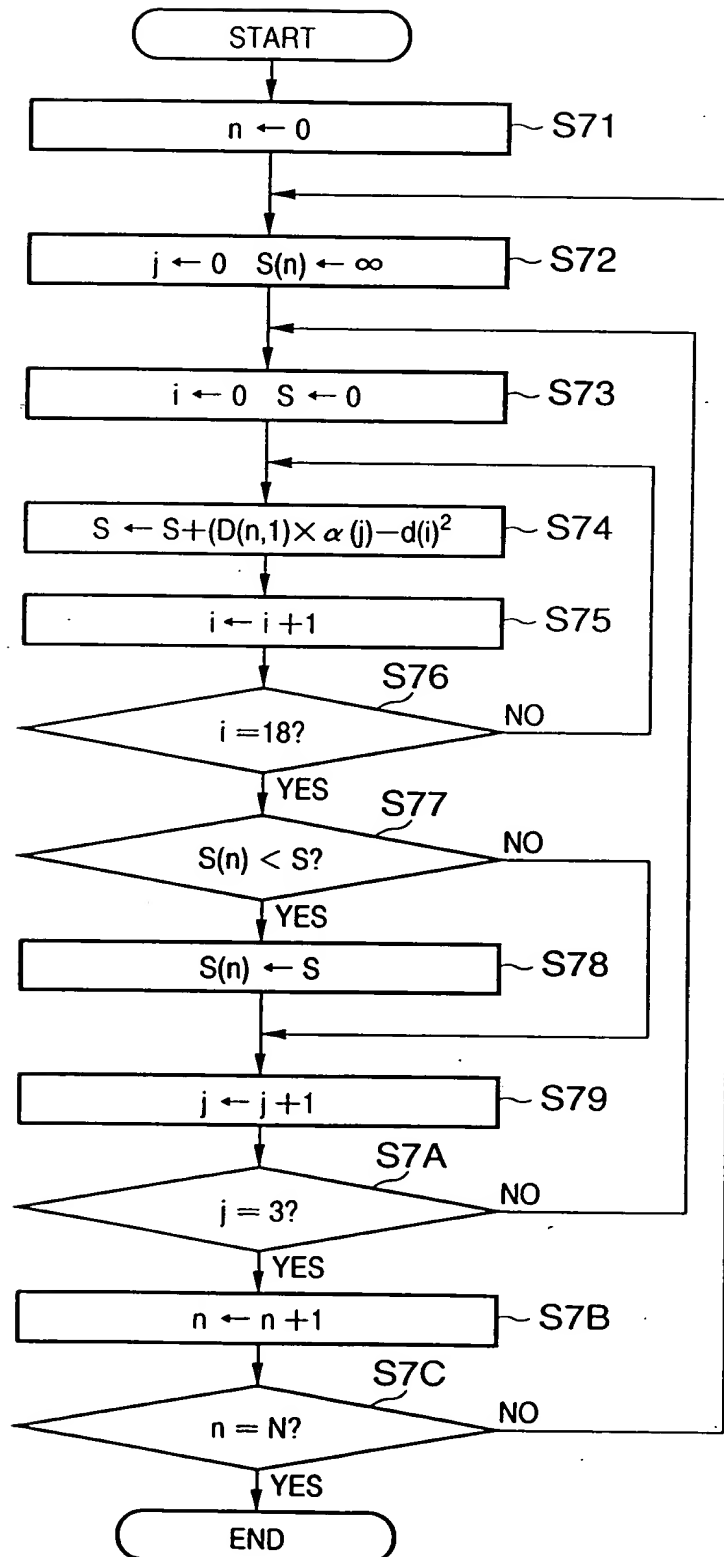


FIG. 8

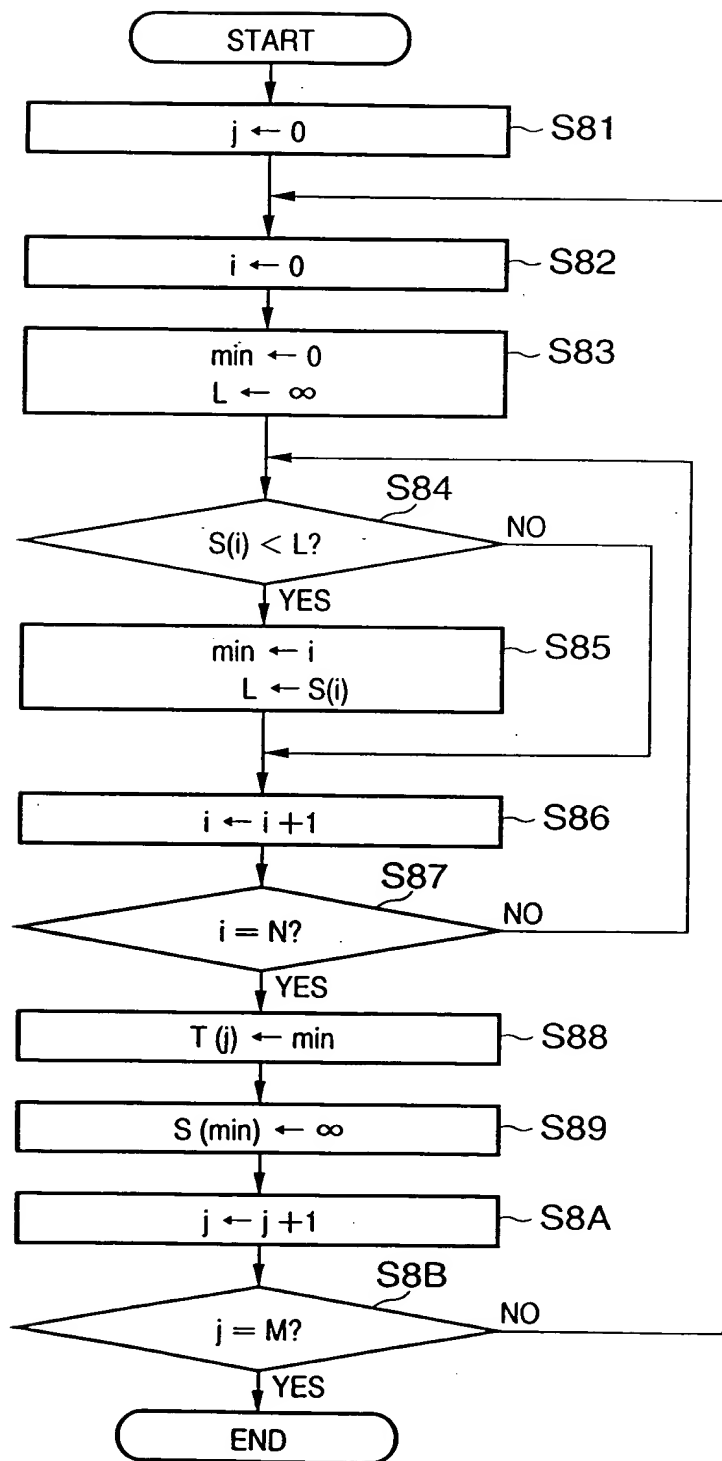


FIG. 9

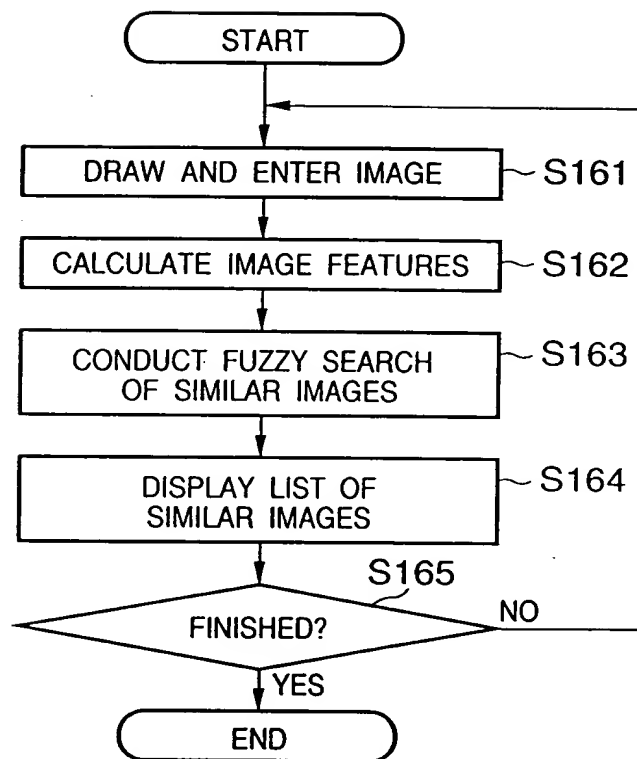


FIG. 10

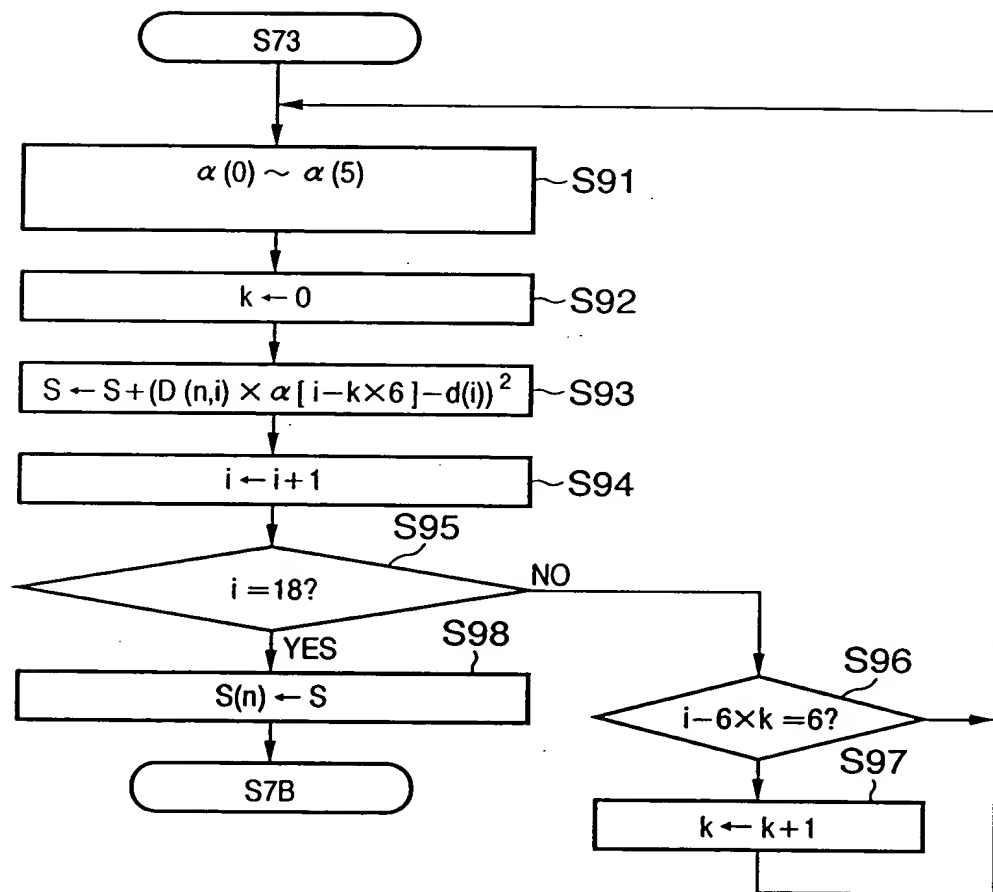


FIG. 11.

$(0,0)$ $\alpha(0)$	$(1,0)$ $\alpha(1)$	$(2,0)$ $\alpha(2)$
$(0,1)$ $\alpha(3)$	$(1,1)$ $\alpha(4)$	$(2,1)$ $\alpha(5)$